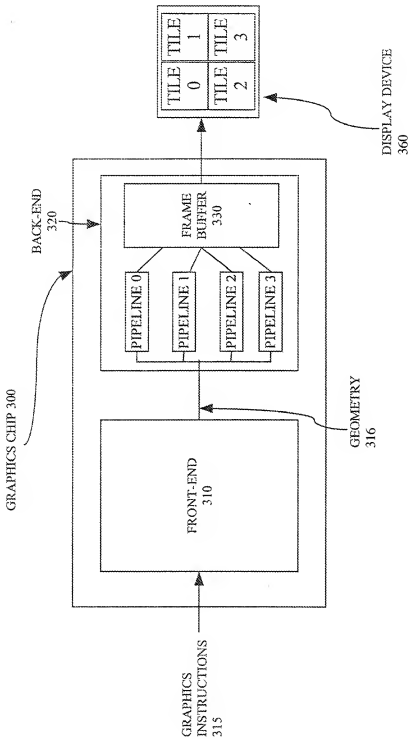
GRAPHICS CHIP 300
BACK-END 320
FRONT-END 310
FRAME BUFFER 330
PIPELINE 0
PIPELINE 1
PIPELINE 2
PIPELINE 3
TILE 0
TILE 1
TILE 2
TILE 3
DISPLAY DEVICE 360
GEOMETRY 316
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FIGURE 3